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STAR FLEET

OFFICER'S MANUAL
SUPPLEMENT

Volume 1

Star Fleet Command
United Galactic Alliance

STAR FLEET OFFICER'S MANUAL (Vol. 1)

SUPPLEMENT

INSTRUCTIONS
for
ATARI® 48K VERSION
of

STAR FLEET I™

The War Begins!™

NOTE

This is a supplement to the 2nd Edition (1985) of the STAR FLEET OFFICER'S MANUAL, Vol. 1. Changes in the text of the Officer's Manual are printed in *italics*.

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STAR FLEET I™

The War Begins!™

INSTRUCTIONS FOR ATARI® 48K COMPUTERS

PAGE 12: Replace with

THE RIGHT COMPUTER HARDWARE

STAR FLEET I by **Interstel** requires an 8-bit Atari (400/800/XL/XE) with at least 48K RAM with one disk drive, and a monitor or television. A joystick plugged into Port #1 is optional.

PAGE 13: Replace with

DISKETTE ACCESS

The **STAR FLEET I** program is separated into several segments. Each segment is contained in a separate file; thus you should **never remove your STAR FLEET I diskette from the disk drive at any time while you are playing, unless instructed to do so by the program.** The Atari version uses both sides of the diskette. Turn the diskette over when instructed to do so. The side with the label is Side A, the other is Side B.

The *beginning segment*, which is on Side A, creates the universe and processes the sign-on options. The major part of **STAR FLEET I** is the *mid-segment*, which is on Side B. This is the largest segment and contains the files necessary for play.

After you have finished a game the *end-game segment* is read into memory. For a completed game this segment processes the results of your mission, updates your service record, presents any awards or decorations you may receive, and grants promotions (if earned).

Your service record (plus those of any other players) is kept on your **STAR FLEET I** playing diskette. Taking care of these files is described in the **MAINTENANCE SECTION**.

PAGE 14: Delete this page.

PAGE 15: Replace with

BACKING UP YOUR PLAYING DISKETTE

STAR FLEET I writes on the playing diskette during each game, which increases the chance of the diskette eventually "wearing out."

Before playing you should copy both sides of the purchased diskette onto a blank diskette for playing, and save your purchased diskette as a backup. The **STAR FLEET I** diskette that you purchased is NOT copy-protected and can be copied onto a blank diskette using any of the many duplicating programs that are widely available.

Any time you wish to save your data files (personnel, service record, etc.), just make a duplicate of the diskette you are currently using. It is recommended that you do this on a regular basis, to avoid rebuilding your data files, should your current playing diskette go "belly up."

DO NOT PLACE A WRITE PROTECT TAB ON YOUR PLAYING DISKETTE!

PAGES 16-17: Replace with

STARTING THE SIMULATION

To begin the **STAR FLEET I** simulation, follow these steps:

1. Make certain your joystick (if any) is plugged into Port #1, and that your disk drive is connected as unit #1.

2. Turn on your computer system.

IMPORTANT: If you have an Atari with BASIC built in (i.e., an XL or XE), you must press the OPTION button while you power up the system.

The simulation will then automatically begin. If for some reason it does not, turn off the computer and try again.

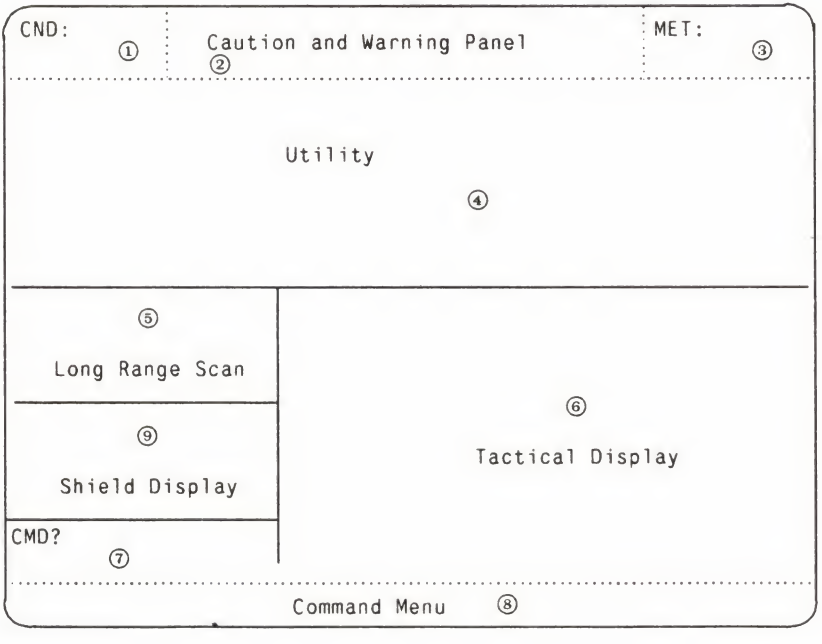
The simulation startup continues with the STAR FLEET SECURITY SYSTEM.

PAGE 18: STAR FLEET SECURITY SYSTEM

The Atari version of **STAR FLEET I** will ask for your name and password before the security check referencing the Officers Manual. In addition, recruits will not have to pass this security validation since they will only be flying the simulator *Republic* instead of a real starship.

PAGE 21: The first three questions in Table IV are not applicable.

PAGE 22: The screen format figure should be replaced by



PAGE 23: Make the following changes

TABLE V – **Caution and Warning Panel Messages**

Message	Description
ZALD	Indicates a hostile Zaldron is present in the quadrant
INTRD	Indicates an enemy intruder is aboard
SB ATK	Indicates one of your starbases is currently under attack
SB CRT	Indicates the starbase under attack has less than 25 percent shield strength remaining

Area 5: **Long Range Scan** – *Shows what is contained in your neighboring quadrants (see LRS command for an explanation of how to read this display).*

PAGES 23-24:

Area 6: **Tactical Display** – Some of the item descriptors have been abbreviated for the Atari version. A list of the item descriptors follows.

IBM Version	Atari Version
Quadrant	Quad
Sector	Sect
Bearing	Brng
Power	Powr
Shields	Shld
Auto Alert	AAS
Life Support	L.S.
Torpedoes	Torp
Crew Losses	Casl
Aliens Elim	A.El

TABLE VI – **Tactical Display Symbols**


KRELLAN


ZALDRON


STARBASE


MINE


STAR


PLAYER'S SHIP

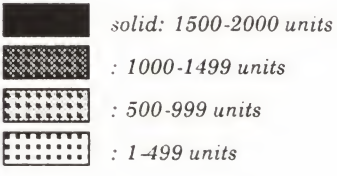

EMPTY SECTOR

PAGE 25: Replace with

Area 7: **CMD?** – *All command inputs and question responses are shown here.*

Area 8: **Command Menu** – *Shows the available commands (three main menus) or available options to questions. The command/option is selected by moving the joystick left or right, or pressing the appropriate arrow keys until the desired command/option is highlighted. To enter your choice, push the fire button on the joystick or press* <RETURN>. *Please note that the command/option selector will wraparound; e.g., if the selector is currently on the far left option and you want to move it to the far right option, just move the joystick to the left and the selector will "wraparound" to the farmost right option. If you should wish to abort any command, simply press the* <START> *key.*

Area 9: **Shield Display** – *Shows graphically the relative strength of your shields. The relative intensities are:*



A "↓" symbol appears in the shield display if your Shield Control is knocked out.

PAGE 29: Ignore the references to function and keyboard keys in the mid-segment (i.e., the actual game). On the Atari, all commands are selected by moving the joystick and pressing the firebutton or using the arrow keys and pressing <RETURN>. In this supplement, the term "trigger" refers to either the joystick fire button or the <RETURN> key. All references to <ENTER> in the Command Section of the Officer's Manual should be replaced by the word "trigger". Replace the commands table with the table shown on the next page.

CMD NO	COMMAND/TASK	ABBREVIATION
P1	Target Calculator *	TAR
P2	Long Range Sensors	LRS
P3	Damage Control *	DAM
P4	Navigation Control *	NAV
P5	Defensive Shields Control +	SHD
P6	Torpedo Control +	TOR
P7	Phaser Control +	PHA
P8	Ship's Computer	CMP
P9	Select Secondary Command Menu	2nd
S1	Tractor Beam Control +	TRC
S2	Transporters Control +	TRN
S3	Mine Control +	MIN
S4	Internal Security Control +	SEC
S5	Region Map	MAP
S6	Save Game	SAV
S7	Stop Option	STO
S8	Sound Option	SND
S9	Primary Menu	PRI
C1	Reconn. Probes Launch Control +	PRO
C2	Auto Alert Switch	AAS
C3	No Operations +	NOP
C4	Starbase Status Report	BAS
C5	Emergency Hyperspace Maneuver +	HYP
C6	Self-Destruct Sequencer	SLF
C7	Mission Status Report	STA
C8	Primary Menu	PRI

P — Primary Menu
S — Secondary Menu
C — Computer Menu
+ — Command uses time
* — Command may or may not use time

PAGE 30: Delete everything except the description of the command menus (ignore references to the keys) and add the following paragraph

All questions will list the available answers or options on the Command Menu line. Use the cursor keys or move your joystick to highlight the desired option, and press the trigger to select it. To enter numbers, each digit can be set separately, or you can increase or decrease the whole number. Move the highlight indicator to the digit (numbers) desired by moving the joystick/cursor left or right. To change the digit, move the joystick/cursor up or down (the number will wraparound between 0 and 9 incrementing the next digit). When you are satisfied with the entire number (i.e., set of digits), push the trigger to select it. If at any time you wish to abort a command, press the <START> *key.*

Delete Figure 5 and make the following changes in the last paragraph.

"The target designator appears on the Tactical Display *or Region Map* ~~as a~~ reverse video block that is initially located on your own ship's sector *or quadrant.* The target designator can be moved anywhere in your *display* by using the *joystick/cursor. The desired target is selected by pressing the trigger."*

PAGE 32: AUTO ALERT SWITCH AAS

When shields are raised automatically, they will always be raised to maximum power available less 100 units (up to the maximum shields value of 4000 units).

PAGE 36: DISPLAY RESET DIS

This command has been deleted.

PAGE 39: REGION MAP MAP

Modify as follows.

"This command displays a map of your assigned galactic quadrants *(Region Map) in the utility area.* This map uses the same code . . . "

PAGES 40-41: MINE CONTROL MIN

Options: DEPLOY, RETRIEVE

In the Atari version, each time you allocate mines, any previously allocated (but not yet laid) mines will be returned to your torpedo supply — from there they can be reallocated. If you wish to deallocate all mines, just enter zero for the number to deploy.

In the last paragraph, replace

" After entering the number of mines . . . Navigation Control."

with

" After allocating mines, you should call up either the Target Calculator or Navigation Control to move your ship and lay the mines."

Delete the first three sentences on page 41 and change the next sentence as follows:

If you select the RETRIEVE option, the computer will ask how many.

PAGES 42-43: NAVIGATION CONTROL NAV

Change the "Cancel:" instructions to:

Cancel: *Press* <START> *or select "ABORT" instead of "ENGAGE"*

PAGE 45: PHASER CONTROL PHA

With the Atari version, there is only a semi-auto mode available. After a target is selected, the computer will estimate the power required to destroy the target if available. You then have the option to allocate as much power as desired.

You can input the target sectors by using the joystick to move the target designator (see p. 7 of this supplement).

You select the designated target by pressing the trigger. The target designator block will stay on the sector selected, and a new one will appear on your ship symbol, ready to be moved to the next target. After all targets have been selected, select your own ship symbol to exit.

PAGE 49: SECURITY CONTROL SEC

NOTE: The ship will always be in either Search or Max mode when there is an intruder aboard.

PAGES 50-51: DEFENSIVE SHIELDS CONTROL SHD

Replace the <ENTER> option to allocate shields individually, with the INDIV[IDUA]L option. All the options are selected with the joystick/cursor on the Command Menu line.

PAGES 54-55: MISSION STATUS REPORT STA

In the Atari version, the Mission Status Report is located in the Computer menu instead of the Primary menu. Some item descriptors have been abbreviated for the Atari as follows.

IBM Version	Atari Version
Sys Out	SYS OUT
Marines	MARINES
Days Left	DAYS LF
Prj Rtng	PRJ RTG
Shuttles	SHUTL
Prisoners	PRSN
Aliens Left	A LF
Probes Left	PROB

In the Atari version, the projected rating (PRJ RTG) takes into account only your kill rate, and none of the modifying factors (see p. 75). The shown projected rating could thus be considerably less than your actual rating.

PAGE 56: STOP OPTION STO

When invoked, this command will recycle the logon and will not return you to the operating system as stated in the manual.

PAGE 57: TARGET CALCULATOR TAR

Remember to replace all references to key inputs with joystick/cursor and trigger inputs. Delete TABLE IX.

PAGE 58: TORPEDO CONTROL TOR

There is only a semi-automatic mode available for firing torpedoes.

After selecting the number of torpedoes to fire, the computer will access your targeting computer in order to target your torpedoes. A flashing cursor will allow you to pick any section in the quadrant. After selecting your target sector, press the trigger and the computer will calculate the course to the sector and enter it into the torpedo's onboard computer. Note that the target sector does not have to have an enemy vessel in it. After all torpedoes have been targeted, your weapons control will fire them off together.

PAGE 59: TRACTOR BEAM CONTROL TRC

Your tractor beam uses power. The beam generator itself is located in the rear of the ship and must have the rear screens down in order to operate. The other three shields can remain up. When asked by the computer, enter the (target) sector of the enemy vessel you wish to bring in by moving the cursor and pressing the trigger. If your rear shields are up, you will be asked if you wish to lower them. After selecting the target, your vessel will maneuver such that the rear is facing the target vessel before energizing the tractors.

PAGE 68: STARBASES & DOCKING

The warning messages "ATTACK ON BASE" and "BASE CRITICAL" have been changed to "SB ATK" and "SB CRT", respectively.

PAGES 79-92: IV. MAINTENANCE SECTION

- There is no Insert option in the Atari version.
- The joystick is not used for maintenance operations. Follow the manual concerning keystrokes.

PAGE 83: Service Record File (SRV)

Note the following changes.

Rank — always positive

PAGES 84-85: Sequence Number and Ship's Status File (SEQ)

Instead of a combined ship number and damage level, only the ship numbers of damaged ships are displayed.

PAGE 86: MAINTENANCE OPTIONS

Replace the sample SEQ.NUM listings with

SEQ
Sequence No: 162
Ship #20 Status: 9
Ship #10 Status: 5

PAGE 90: **Insert to File Option**

Delete this option.

PAGE 93:

DISKETTE ERRORS

Do not put a write protect tab on your playing diskette.

Delete points 4 and 5.

PAGE 94:

REBUILDING DATA FILES AND OTHER TIPS

Replace the sentence and example in the second paragraph concerning DOS:

"Use the following DOS command . . . or SEQ.NUM"

with

Use any of the many available copy programs to make a backup of your playing diskette. Please note that the **STAR FLEET I** *diskette is NOT copy protected.*

PAGE 97:

CREDITS FOR ATARI VERSION:

Original Game Author:	Dr. Trevor Sorensen
Program Author:	Mark Baldwin
Atari Version Playtesters:	Randy Waibel Carl Lauritzen
Supplement Typesetting/Graphics:	Karen Smith